

# **Chapter I**

## **Multiservice Brevity Codes**

<b>ABORT</b>	Directive call to cease action/attack/event/mission.
<b>ACTION</b>	Directive call to initiate a briefed attack sequence or maneuver.
<b>(system) ACTIVE (location/direction)</b>	Referenced emitter is radiating at the stated location or along the stated bearing.
<b>ADD (system/category)</b>	Directive call to add a specific (system) or (EOB category) to search responsibilities.
<b>AJAX</b>	Landing zone/pickup zone is clear of threats.
<b>ALARM</b>	Directive/informative call indicating the termination of EMCON procedures. Opposite of SNOOZE.
<b>ALLIGATOR</b>	Link-11/ TADIL A.
<b>ALPHA CHECK</b>	Request for/confirmation of bearing and range from aircraft to described point.

ANCHOR(ED) (location)	<ol style="list-style-type: none"> <li>1. Directive call to orbit about a specific point.</li> <li>2. Informative call to indicate a turning engagement at a specific location.</li> <li>3. Refueling track flown by tanker.</li> </ol>
ANGELS	Height of friendly aircraft in thousands of feet from mean sea level (MSL).
ARIZONA	No ARM ordnance remaining.
ARM	Element resulting from target maneuvers exceeding GROUP criteria.
AS FRAGGED	Unit or element will be performing exactly as stated by the air tasking order (ATO).
ATTACK(ING)	Directive/informative call indicating strike aircraft are committed to air-to-surface delivery on a specific ground target.
AUTHENTICATE	To request or provide a response to a coded challenge.
AUTOCAT	Any communications relay using automatic retransmissions.
(weapon) AWAY	Release/launch of specified weapon.
AZIMUTH	A picture label describing two GROUPs separated laterally.
BANDIT	An aircraft identified as an enemy in accordance with (IAW) theater ID criteria. The term does not necessarily imply direction or authority to engage.

<b>BANZAI</b>	<b>Informative/directive call to execute launch and decide tactics.</b>
<b>BASE (+/- Number)</b>	<b>Reference number used to indicate such information as headings, altitude, fuels, etc.</b>
<b>BEAD WINDOW</b>	<b>Last transmission potentially disclosed unauthorized information.</b>
<b>BEAM (Cardinal Direction)</b>	<b>Contact stabilized within 70 to 110 degrees of aspect.</b>
<b>(system) BENT</b>	<b>System indicated is inoperative.</b>
<b>BINGO</b>	<b>Fuel state needed for recovery.</b>
<b>BIRD</b>	<b>Friendly surface-to-air missile (SAM).</b>
<b>BIRD(S) AFFIRM</b>	<b>Surface-to-Air informative call indicating a friendly unit is able and prepared to engage a specified target with SAMs. Opposite of BIRD(S) NEGAT.</b>
<b>BIRD(S) NEGATE</b>	<b>Surface-to-Air informative call indicating a friendly unit is unable to engage a specified target with SAMs. Opposite of BIRD(S) AFFIRM.</b>
<b>BIRDDOG</b>	<b>Directive call to maintain contact/targeting information on a maritime surface contact.</b>
<b>BITTERSWEET</b>	<b>Notification of possible blue-on-blue (fratricide) or blue-on-neutral situation relative to a designated track or friendly aircraft.</b>

<b>BLIND</b>	No visual contact with friendly aircraft/ground position. Opposite of VISUAL.
<b>BLOW THROUGH</b>	Directive/informative call that aircraft will continue straight ahead at the merge and not become ANCHORED with target(s).
<b>BOGEY</b>	A radar or visual air contact whose identity is unknown.
<b>BOGEY DOPE</b>	Request for target information as requested or for closest group in BRAA (with appropriate fill-ins).
<b>BOX</b>	A picture label describing four distinct GROUPs with two in front and two behind in a square or offset square orientation.
<b>BRAA</b>	<ol style="list-style-type: none"> <li>1. Following information is in a tactical control format providing target bearing, range, altitude, and aspect, relative to the specified friendly aircraft.</li> <li>2. Request/directive call to switch to tactical BRAA control format.</li> </ol>
<b>BRACKET (direction)</b>	Directive call to maneuver to a position on opposing sides, either laterally or vertically from the target.
<b>BREAK (Direction)</b>	Directive call to perform an immediate maximum performance 180 degree turn (or as directed) in the indicated direction. Assumes a defensive situation.

<b>BREAK AWAY</b>	Tanker or receiver call indicating immediate vertical and nose/tail separation between tanker and receiver is required.
<b>BREVITY</b>	Directive call indicating the radio frequency is becoming saturated, degraded or jammed and briefer transmissions must follow.
<b>BROADCAST</b>	Request/directive call to switch to broadcast control format.
<b>BROKE LOCK</b>	Advisory call regarding loss of radar/IR lock-on.
<b>BRUISER</b>	Friendly air launched anti-ship missile.
<b>BUDDY LOCK</b>	Locked to a known friendly aircraft. Normally a response to a "SPIKED" or "BUDDY SPIKE" call.
<b>BUDDY SPIKE</b> (Posit/heading/alt)	Friendly aircraft air-to-air indication on radar warning receiver (RWR).
<b>BUGOUT</b> (Direction)	Separation from that particular engagement/attack/operation with no intent to reengage/return.
<b>BULLDOG</b>	Friendly surface/submarine launched anti-ship missile.
<b>BULLSEYE</b>	An established reference point from which the position of an object can be referenced.

<b>BURN</b>	Informative call that Gated Laser Illuminator (GLINT) is being used to provide illumination. Typically employed by AC-130 to illuminate surface points of interest.
<b>BUSTER</b>	Directive call to fly at maximum continuous speed (military power).
<b>BUZZER</b>	Electronic communications jamming.
<b>CANDYGRAM</b>	Informative call to aircraft that electronic warfare (EW) targeting information is available on a briefed secure net.
<b>CAP/CAPPING (location)</b>	<ol style="list-style-type: none"> <li>1. Directive call to establish a combat air patrol at a specified location.</li> <li>2. Descriptive term for aircraft in a CAP.</li> </ol>
<b>CAPTURED</b>	Aircrew has acquired and is able to track a specified air-to-ground (A/G) target with an on-board sensor.
<b>CEASE ENGAGEMENT</b>	A fire control order used to direct units to stop the firing sequence against a designated target. Guided missiles already in flight will continue to intercept.
<b>CEASE FIRE</b>	Discontinue firing/do not open fire. Complete intercept if weapons are in flight; continue to track.
<b>CEASE LASER</b>	Aircraft-to-aircraft directive to stop firing laser. Opposite of LASER ON.

CHAMPAGNE	A picture label describing three distinct GROUPs with two in front and one behind.
CHATTERMARK	Directive call to begin using briefed radio procedures to counter communications jamming.
CHEAPSHOT	AIM-120 missile data link terminated between high and medium PRF active.
CHECK (number, left/right)	Turn (number) degrees left or right and maintain new heading.
CHECK FIRING	(S/S) Directive call to cease firing immediately.
CHERUBS	Height of a friendly aircraft in hundreds of feet AGL.
CHICKS	Friendly aircraft.
CLEAN	<ol style="list-style-type: none"> <li>1. No sensor information on non-friendly group of interest.</li> <li>2. No visible battle damage.</li> <li>3. Aircraft not carrying external stores.</li> </ol>
CLEAR(ED)	Response to requested action is authorized. No engaged/support roles are assumed.
CLEARED HOT	Ordnance release is authorized.
CLOAK	Directive/informative call to switch from normal/overt external lighting to covert NVD only compatible lighting.
CLOSING	Decreasing in separation.

<b>COLD</b>	<ol style="list-style-type: none"> <li>1. A descriptive/directive call to initiate a turn in the CAP away from the anticipated threats.</li> <li>2. Defined area is not expected to receive fire (enemy or friendly).</li> <li>3. Intercept geometry will result in a pass or roll out behind the target.</li> </ol>
<b>COLOR</b> (System/Position)	Request for information on a type (system) at stated location; implies a request for ambiguity resolution. May be used with IDM data message-COLOR, DATA.
<b>COMEBACK</b> (direction)	Directive call to reverse course.
<b>COMEOFF</b> (direction)	<ol style="list-style-type: none"> <li>1. Directive call to maneuver as indicated to either regain mutual support or to deconflict flight paths. Implies both VISUAL and TALLY.</li> <li>2. Directive call to maneuver or execute a specific instruction (e.g., COMEOFF DRY).</li> </ol>
<b>COMMIT</b>	Directive call to intercept a GROUP of interest.
<b>COMPOSITION</b>	Request for number of contacts within a GROUP.
<b>CONFETTI</b>	Chaff lane or corridor.
<b>CONS/CONNING</b>	Descriptive term for nonfriendly aircraft leaving contrails.



CONTACT	<ol style="list-style-type: none"> <li>1. Sensor contact at the stated position.</li> <li>2. Acknowledges sighting of a specified reference point.</li> <li>3. Individual radar return within a GROUP or ARM.</li> </ol>
CONTAINER	Inner GROUP formation with four contacts oriented in a square or offset square.
CONTINUE	Continue present maneuver, does not imply a change in clearance to engage or expend ordnance.
CONTINUE DRY	Ordnance release not authorized.
COVER*	Directive/Informative call to assign S/A weapons or establish an A/A posture that will allow engagement of a specified track or threat if required.
CRANK (Direction)	F-Pole maneuver in the direction indicated; implies illuminating target at radar GIMBAL limits.
CROSSING	Descriptive term for when two GROUPs initially separated in azimuth decrease azimuth separation to pass each other.
CUTOFF	Request for, or directive to, intercept using cutoff geometry.
CYCLOPS	Any UAV.
DASH (#)	Aircraft position within a flight. Use if specific callsign is unknown.

<b>DATA (object, position)</b>	Standby for IDM data message concerning object at stated location.
<b>DEADEYE</b>	Informative call by an airborne laser designator indicating the laser/IR system is inoperative.
<b>DECLARE</b>	Inquiry as to the identification of a specified track(s), target(s), or correlated GROUP.
<b>DEEP</b>	Descriptive term used to indicate separation between the nearest and farthest GROUPs in range in a relative formation, used to describe a LADDER, VIC, CHAMPAGNE, BOX.
<b>DEFENSIVE</b>	Speaker is under attack, engaged, maneuvering defensively, and unable to ensure deconfliction or mutual support.
<b>DEFENDING (direction)</b>	Aircraft is in a defensive position and maneuvering with reference to a surface-to-air threat.
<b>DELOUSE</b>	Directive call to detect, identify, and engage (if required) unknown aircraft trailing friendly aircraft.
<b>DEPLOY</b>	Directive call for the element to maneuver to briefed positioning.
<b>DETAILS</b>	Request for modified J-FIRE nine-line brief from Joint Surveillance Target Attack Radar System (JSTARS).
<b>DIVERT</b>	Proceed to alternate mission/base.
<b>DOLLY</b>	Link-4A/TADIL C.

DRAG (Cardinal Direction)	Contact aspect stabilized at 0-60 degrees angle from tail or 120-180 degrees angle from nose.
DROP(PING)	<ol style="list-style-type: none"> <li>1. Directive/informative call to stop monitoring a specified emitter/target and resume search responsibilities.</li> <li>2. Informative call that fighter has discontinued tracking responsibility.</li> <li>3. Remove the emitter/target from tactical picture/track stores.</li> <li>4. Directive call to remove a specific system or EOB category from search responsibilities.</li> </ol>
DUCK*	Air Launched Decoy (TALD/MALD/etc).
ECHELON (Direction)	Picture label/fill-in describing two GROUPs with one group displaced behind and to the side of the other group.
ECHO	Positive System M/Mode X (or comparable system) reply.
EMPTY	No emitters of interest detected.
ENGAGE	A fire control order used to direct or authorize units and/or weapon systems to fire on a designated target.

<b>ENGAGED</b>	<b>Informative call from a fighter maneuvering with the intent to kill and used to establish support roles in the visual arena. Implies fighter is offensive/neutral with respect to the nonfriendly aircraft.</b>
<b>ESTIMATE</b>	<b>Provides estimate of the size, range, height, or other parameter of a specified contact; implies degradation.</b>
<b>EXTEND (ING) (Direction)</b>	<b>Short-term maneuver to gain energy, distance, or separation, normally with the intent of reengaging.</b>
<b>EYEBALL</b>	<b>1. Fighter with primary visual identification responsibility. 2. EO/IR/NVD acquisition of an aircraft. Normally followed by number of aircraft observed.</b>
<b>FADED</b>	<b>Radar contact is (temporarily) lost on nonfriendly air/surface contact and any positional information given is estimated.</b>
<b>FAST*</b>	<b>Target speed is estimated to be 600 – 900 knots /mach 1 – 1.5 ground speed.</b>
<b>FATHER</b>	<b>Shipboard TACAN station.</b>
<b>FEET WET/DRY</b>	<b>Flying over water/land.</b>
<b>FENCE (IN/OUT)</b>	<b>Set cockpit switches as appropriate before entering/exiting the combat area.</b>

<b>FLANK</b> (Cardinal direction)	Contact aspect stabilized at 120 to 150 degrees angle from tail or 30 to 60 degrees angle from nose of aspect.
<b>FLASH (System)</b>	Temporarily activate specified system for identification purposes (IFF/afterburner/flare/chaff/etc.).
<b>FLASHLIGHT</b>	Directive term for helicopter to turn on IR floodlight (pointed at ground to aid visual acquisition by escort aircraft).
<b>FLOAT</b>	Directive/informative call to expand the formation laterally within visual limits to maintain radar contact or prepare for a defensive response.
<b>FLOW (Direction)</b>	Directive call to fly stated heading.
<b>FOX (Number)</b>	Simulated/actual launch of air-to-air weapons. ONE - semiactive radar-guided missile. TWO - infrared-guided missile. THREE - active radar-guided missile.
<b>FOX THREE/ SECOND FOX 3</b>	(USAF) Simulated or actual launch of multiple active radar-guided missiles on the same target.
<b>FOX 3 (X) SHIP</b> (formative description)	(USAF) Valid missile shot against (x) separate targets (assumes 1 missile per target).
<b>FOX MIKE</b>	VHF/FM radio.
<b>FRIENDLY</b>	A positively identified friendly aircraft, ship, or ground position.

<b>FURBALL</b>	<b>Descriptive/informative call indicating known nonfriendly aircraft and FRIENDLY aircraft are in close proximity to each other. Can be response to a DECLARE request.</b>
<b>GADGET</b>	<b>Radar or emitter equipment.</b>
<b>GATE</b>	<b>Directive/informative call to fly as quickly as possible, using after-burner/max power.</b>
<b>GENIE</b>	<b>(USAF) Emitter is employing electronic protection measures.</b>
<b>GIMBAL (w/Direction)</b>	<b>Radar target is approaching azimuth or elevation limits.</b>
<b>GO ACTIVE</b>	<b>Go to briefed frequency agile net.</b>
<b>GO CLEAR</b>	<b>Use unencrypted voice communications.</b>
<b>GOGGLE/ DEGOGGLE</b>	<b>Directive call to put on/take off NVDs.</b>
<b>GOGGLES ON/OFF</b>	<b>Informative call that NVDs are on/off.</b>
<b>GORILLA</b>	<b>Large force of indeterminate numbers and formation.</b>
<b>GO SECURE</b>	<b>Use encrypted voice communications.</b>
<b>GRANDSLAM</b>	<b>All HOSTILE aircraft of a designated track (or against which a mission was tasked) are shot down.</b>
<b>GREEN (Direction)</b>	<b>Direction determined to be clearest of enemy air-to-air activity.</b>

<b>GREYHOUND</b>	Friendly ground attack cruise missile (e.g., TLAM).
<b>GROUP</b>	Any number of air contacts within 3 NM in azimuth or range of each other.
<b>GUNS</b>	Reference to gun engagement.
<b>HANDSHAKE</b>	Link 16 Air Control NPG initiation between air control unit and controlled aircraft.
<b>HARD (Direction)</b>	High-G, energy sustaining 180 degree turn (or as directed) in the indicated direction.
<b>HEADS UP</b>	Alert of an activity of interest.
<b>HEAVY*</b>	A GROUP (or PACKAGE) known to contain three or more individual entities.
<b>HIGH*</b>	Contact is between 25,000 and 40,000 ft MSL.
<b>HIT(S)</b>	<ol style="list-style-type: none"> <li>1. Momentary radar return(s).</li> <li>2. (A/A) Indicates approximate target altitude (e.g., GROUP BULLSEYE 360/10, HITS 15 thousand).</li> <li>3. (A/G) Weapons impact within lethal distance.</li> </ol>
<b>HOLD DOWN</b>	Directive to key transmitter for DF steer.

HOLD FIRE	An emergency fire control order to stop firing on a designated target, to include destruction of any missiles in-flight.
HOLDING HANDS	Aircraft in visual formation.
HOLLOW	Data link message not received.
HOME PLATE	Home airfield or ship.
HOOK LEFT/RIGHT	Directive call to perform an in-place 180 degree turn.
HOSTILE*	A contact identified as enemy upon which clearance to fire is authorized in accordance with theater rules of engagement.

**NOTE: THE ABOVE USE OF HOSTILE IS USED AS A BREVITY TERM FOR AIR-TO-AIR AND AIR-TO-SURFACE ENGAGEMENTS AND SHOULD NOT BE CONFUSED WITH THE SAME TERM IN TADIL AND ROE.**

HOT	<ol style="list-style-type: none"> <li>1. A descriptive/directive call to initiate a turn in the CAP toward the anticipated threats.</li> <li>2. Defined area is expected to receive fire (enemy or friendly).</li> <li>3. Ordnance employment intended or completed.</li> <li>4. Contact aspect stabilized at 160-180 degrees angle from tail or 0 – 20 degrees angle from nose.</li> </ol>
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<b>HOTDOG</b>	Informative/directive call that a friendly aircraft is approaching or is at a specified standoff distance from the sovereign airspace of a nation (as defined by national boundaries or territorial sea and airspace). (COLOR may indicate additional standoff distance.) Follow briefed procedures.
<b>HOTEL FOX</b>	HF radio.
<b>HUSKY</b>	Informative call that the AIM-120 is at HPRF active range.
<b>ID</b>	1. Directive call to identify the target. 2. Informative call that identification is accomplished, followed by type.
<b>IDLE</b>	JSTARS call indicating vehicles are stationary.
<b>IN (Direction)</b>	1. Informative call indicating a turn toward a known threat. 2. Entering terminal phase of an air-to-ground attack. Opposite of OFF.
<b>IN PLACE (direction)</b>	Perform indicated maneuver simultaneously.
<b>INDIA</b>	Mode IV.
<b>INTERROGATE</b>	Interrogate the designated contact of the IFF mode indicated.
<b>JACKAL</b>	Surveillance network participating group (NPG) of Link 16/TADIL J.

JINK	Directive call to perform an unpredictable maneuver to negate a tracking solution.
JOKER*	Fuel state above BINGO at which separation/bugout/event termination should begin.
JUDY	Aircrew has radar or visual contact on the correct target, has taken control of the intercept and only requires situation awareness information; Controller will minimize radio transmissions.
KILL	<ol style="list-style-type: none"> <li>1. Directive call to fire on designated target.</li> <li>2. In training, a fighter call to indicate kill criteria has been fulfilled.</li> </ol>
KNOCK IT OFF	In training, a directive call to cease <b><u>all</u></b> air combat maneuvers/attacks/activities/exercises.
LADDER	A picture label describing three or more GROUPs separated in range.
LASER ON	Directive call to start laser designation.
LASING	Informative call indicating that the speaker is firing the laser.
LAST	Command and control (C2) term that provides the last contact altitude from a high fidelity source (fighter radar, etc.).

<b>LOWDOWN</b>	A request to provide tactical ground information pertinent to the mission in a digital bullseye format.
<b>LEAD-TRAIL</b>	Inner GROUP formation of two contacts separated in range.
<b>LEAKER(S)</b>	Airborne threat has passed through a defensive layer. Call should include amplifying information.
<b>LEAN (direction)</b>	Directive/informative call to maneuver in a direction to avoid the threat.
<b>LIGHTS ON/OFF</b>	Directive to turn on/off all exterior lights.
<b>LIGHTBULB</b>	Directive call for flight to turn all position lights to bright.
<b>LINE ABREAST</b>	Inner GROUP formation of two or more contacts separated in azimuth.
<b>LOCKED</b>	1. (w/Group Label) Radar lock-on; SORT is not assumed. 2. (w/Position) Radar lock-on; correct targeting is not assumed.
<b>LOW</b>	Contact altitude below 10,000 ft MSL.
<b>MADDOG</b>	Visual AIM-120/AIM-54 launch.
<b>MAGNUM (system/location)</b>	Launch of friendly antiradiation missile.
<b>MANEUVER (AZIMUTH /RANGE/ ALTITUDE)</b>	Informative call that specified GROUP is maneuvering in azimuth, range, and/or altitude.

MAPPING	Multifunction radar in an A/G mode.
MARK	<ol style="list-style-type: none"> <li>1. Used when aircraft passes over pickup zone/landing zone (PZ/LZ) team.</li> <li>2. Directive term to record the location of a ground point of interest.</li> </ol>
MARKING	Informative call indicating friendly aircraft is leaving contrails.
MARSHAL(ING)	Establish(ed) at a specific point.
MEDIUM*	Contact altitude between 10,000 ft MSL and 25,000 ft MSL.
MERGE(D)	<ol style="list-style-type: none"> <li>1. Information that friendlies and targets have arrived in the same visual arena.</li> <li>2. Informative call indicating radar returns have come together.</li> </ol>
MICKEY	HAVE QUICK time-of-day (TOD) signal.
MIDNIGHT	Informative call advising that C2 radar functions are unavailable due to degradation. Advisory information is still available. Opposite of SUNRISE.
MILLER TIME	<ol style="list-style-type: none"> <li>1. (A-G) Informative call indicating completion of air-to-ground ordnance delivery. Generally used by the last striker in conjunction with a pre-coordinated egress plan.</li> <li>2. (CSAR) Indicates survivor(s) are aboard recovery vehicle in Combat Search and Rescue.</li> </ol>

<b>MONITOR</b>	<b>Maintain radar awareness on specified group.</b>
<b>MOTHER</b>	<b>Parent ship.</b>
<b>MOVER(S)</b>	<b>Unidentified surface vehicles(s) in motion.</b>
<b>MUD (type/direction)</b>	<b>Informative call Indicating RWR ground threat displayed.</b>
<b>MUSIC</b>	<b>Radar electronic deceptive jamming.</b>
<b>NAILS (direction)</b>	<b>RWR indication of AI radar in search.</b>
<b>NAKED</b>	<b>No RWR indications.</b>
<b>NEAR-FAR</b>	<b>(USAF) Fighter term depicting a radar-apparent description of two or more contacts within a GROUP separated in range.</b>
<b>NEGATIVE CONTACT</b>	<b>Sensor information on a friendly aircraft is lost. Termination of CONTACT, track plotting is not warranted.</b>
<b>NEW PICTURE</b>	<b>Used by controller or aircrew when tactical picture has changed. Supersedes all previous calls and re-establishes picture for all players.</b>
<b>NO FACTOR</b>	<b>Not a threat.</b>
<b>NO JOY</b>	<b>Aircrew does not have visual contact with the target/bandit/landmark. Opposite of TALLY.</b>

<b>NOTCH(ING) (direction)</b>	<b>Directive/informative call that an aircraft is in a defensive position and maneuvering with reference to an air-to-air threat.</b>
<b>OCCUPIED</b>	<b>Ground equipment present at tasked target location. Opposite of VACANT.</b>
<b>OFF (direction)</b>	<b>Informative call indicating attack is terminated and maneuvering to the indicated direction.</b>
<b>OFFSET (direction)</b>	<b>Directive/informative call indicating maneuver in a specified direction with reference to the target.</b>
<b>ON STATION</b>	<b>Informative call that unit/aircraft has reached assigned station.</b>
<b>OPENING</b>	<b>Increasing in separation.</b>
<b>OUT (direction)</b>	<b>Informative call indicating a turn to a cold aspect relative to a known threat.</b>
<b>OUTLAW</b>	<b>Informative call that a BOGEY has met point of origin criteria for ROE.</b>
<b>PACKAGE</b>	<b>Geographically isolated collection of GROUPs.</b>
<b>PADLOCKED</b>	<b>Informative call indicating aircrew cannot take eyes off an aircraft, ground target, or surface position without risk of losing TALLY/VISUAL.</b>
<b>PAINT(S)</b>	<b>An interrogated group/radar contact that is responding with any of the specified IFF/SIF modes and correct codes established for the ID criteria.</b>

PARROT	IFF/SIF transponder.
PASSING	Descriptive term for when two GROUPs initially separated in range, decrease range separation and pass each other.
PICTURE	A request to provide air information pertinent to the mission in a digital bullseye format.
PIG(S)	Friendly glide weapon (i.e., JSOW).
PIGEONS	Magnetic bearing and range to HOMEPLATE.
PITCH/ PITCHBACK LEFT/RIGHT	Directive call for fighter or flight to execute a nose-high heading reversal.
PINCE	Threat maneuvering for a bracket attack.
PITBULL	1. Informative call that the AIM-120 is at MPRF active range. 2. Informative call that the AIM-54 is at active range.
PLAYMATE	Cooperating aircraft.
PLAYTIME	Amount of time aircraft can remain on station.

(freq) POGO (freq)	Switch to communication channel number preceding POGO. If unable to establish communications, switch to channel number following POGO. If no channel number follows POGO, return to this channel.
POP	<ol style="list-style-type: none"> <li>1. Starting climb for A/S attack.</li> <li>2. Max performance climb out of low-altitude structure.</li> </ol>
POPEYE	Flying in clouds or area of reduced visibility.
POP-UP	Informative call of a GROUP that has suddenly appeared inside of meld/No New Picture/briefed range.
POSIT	Request for friendly position; response in terms of a geographic landmark or off a common reference point.
POST HOLE	Rapid descending spiral.
PRESS	Directive call to continue the attack; mutual support will be maintained. Supportive role will be assumed by the speaker.
PRINT (Type)	Active NCTR reply.
PUMP	A briefed maneuver to minimize closure on the threat or geographical boundary with the intent to re-engage. Will be used to initiate a Grinder tactic.



<b>PURE</b>	Informative call indicating pure pursuit is being used or directive to go pure pursuit.
<b>PUSH (Channel)</b>	Go to designated frequency; no acknowledgment required.
<b>PUSHING</b>	Departing designated point.
<b>RANGE*</b>	A picture label describing two GROUPs separated in distance along the same line of bearing.
<b>RAYGUN (Position/Heading/ Altitude)</b>	Indicating a radar lock-on to unknown aircraft. A request for a "BUDDY SPIKE" reply from friendly aircraft meeting these parameters.
<b>REPORTED</b>	Information provided is derived from an off-board source (information).
<b>RESET</b>	Proceed to a pre-briefed position or AO.
<b>RESTAKE</b>	Request for JSTARS to drive a new STAKE at the target centroid reported with direction of travel and elevation. Initiated by aircrew.
<b>RESUME</b>	Resume last formation/route/mission ordered.
<b>RETROGRADE</b>	Directive/informative call to/from HVAA to withdraw from station in response to a threat, continue mission as able, may RESET if threat is negated.

<b>RIDER</b>	A BOGEY that is conforming to safe passage routing, airspeed, or altitude procedures.
<b>RIFLE</b>	Friendly air-to-surface missile launch.
<b>RIPPLE</b>	Two or more munitions released or fired in close succession.
<b>ROGER</b>	Indicates the receipt of radio transmission; does not indicate compliance or reaction.
<b>ROLEX (+/- Time)</b>	Time line adjustment in minutes always referenced from original preplanned mission execution time. Plus means later; minus means earlier.
<b>ROPE</b>	Circling an IR pointer around an aircraft to help the aircraft identify the friendly ground position.
<b>ROTATOR</b>	JSTARS MTI returns that signifies a high probability of a rotating antenna.
<b>SADDLED</b>	Informative call from wingman or element indicating the return to briefed formation position.
<b>SAM (direction)</b>	Visual acquisition of a SAM in flight or a SAM launch, should include position.
<b>SANDWICHED</b>	Aircraft or element is between opposing aircraft or elements.
<b>SAUNTER</b>	Fly at best endurance.

<b>SCHLEM</b>	Training term for simulated high off boresight IR missile launch. Not assessable for simulated kill/kill removal.
<b>SCRAM (direction)</b>	Directive/informative call to egress for defensive or survival reasons, no further HVAA mission support is expected.
<b>SCRAMBLE</b>	Takeoff as quickly as possible.
<b>SCRUB</b>	A low, slow airborne target.
<b>SCUD</b>	Any threat TBM.
<b>SEPARATE(ING)</b>	Leaving a specific engagement; may or may not reenter.
<b>SEPARATION</b>	Request for separation between two groups. Response will include the follow-on group's separation, altitude, and fill-ins.
<b>SHACKLE</b>	One weave, a single crossing of flight paths; maneuver to adjust or regain formation parameters.
<b>SHADOW</b>	Follow indicated target.
<b>SHIFT (direction)</b>	Directive call to shift laser illumination.
<b>SHOOTER</b>	Aircraft/unit designated to employ ordnance.
<b>SHOPPING</b>	An aircraft request to JSTARS for a target.

<b>SHORT SKATE</b>	<b>(USAF) Informative or directive call to execute launch-and-leave tactics and be out no later than MAR/DR.</b>
<b>SHOT</b>	<b>(Surface to Surface) Informative call indicating round(s) has(ve) been fired.</b>
<b>SHOTGUN</b>	<b>Briefed weapons state at which separation/bugout should begin.</b>
<b>(system) SICK</b>	<b>System indicated is degraded/partially operative.</b>
<b>SIDE-SIDE</b>	<b>(USAF) Fighter term depicting a radar-apparent description of two or more contacts within a group separated in azimuth.</b>
<b>(system) SILENT (time)</b>	<b>System will be unavailable for time indicated.</b>
<b>SINGER (type/direction)</b>	<b>Informative call of RWR indication of SAM launch.</b>
<b>SKATE</b>	<b>Informative or directive call to execute launch-and-leave tactics.</b>
<b>SKINNY</b>	<b>Current survivor coordinates.</b>
<b>SKIP IT</b>	<b>Veto of fighter COMMIT, usually followed with further directions.</b>
<b>SKOSH</b>	<b>Aircraft is out of/or unable to employ active radar missiles.</b>
<b>SKUNK</b>	<b>A radar or visual maritime surface contact whose identity is unknown.</b>

<b>SLAPSHOT (type/bearing)</b>	Directive call for an aircraft to immediately employ a best available HARM against a specified threat at the specified.
<b>SLICE/SLICEBACK (left/right)</b>	Directive call to perform a high-G descending turn in the stated direction, usually 180 degree turn.
<b>SLIDE</b>	Directive/informative call to/from HVAA to continue present mission while flowing from station in response to perceived threat, implies intent to RESET.
<b>SLOW*</b>	Contact with ground speed of less than 300 knots.
<b>SMASH (on/off)</b>	Directive call to turn on/off anti-collision lights.
<b>SMOKE</b>	Smoke marker used to mark a position.
<b>SNAKE</b>	Directive call to oscillate an IR pointer about a target.
<b>SNAP</b>	(USAF) Fighter request for immediate BRAA call (with appropriate fill-ins) to the group described. Indicates fighter intent to intercept/join.
<b>SNAPLOCK (BRAA)</b>	Indicates fighter has obtained a radar contact inside briefed threat range with beam, flank, or hot/head aspect.
<b>SNIFF (type)</b>	Passive sensor indication of a radar emitter.

<b>SNIPER (type, location [range Bearing])</b>	<b>Directive call for an aircraft to employ a range-known HARM against a specified threat at the specified location.</b>
<b>SNOOZE</b>	<b>Directive or informative call indicating initiation of EMCON procedures. Opposite of ALARM.</b>
<b>SORT</b>	<b>1. Directive call to assign responsibility within a group; criteria can be met visually, electronically (radar), or both. 2. (w/TAD, TIDS, etc) Inter-flight directive to target via information displayed on data link system.</b>
<b>SORTED</b>	<b>Sort responsibility within a group has been met.</b>
<b>SOUR (mode)</b>	<b>Invalid/no response to an administrative IFF/SIF check. Opposite of SWEET.</b>
<b>SPADES</b>	<b>An interrogated group/radar contact which lacks all of the ATO (or equivalent) IFF/SIF modes and codes required for the ID criteria.</b>
<b>SPARKLE</b>	<b>1. Target marking by IR pointer. 2. Target marking by gunship/ FAC-A using incendiary rounds.</b>
<b>SPIKE(D) (direction)</b>	<b>RWR indication of an AI threat in track or launch.</b>
<b>SPIN</b>	<b>Directive or informative call to execute a timing/spacing maneuver.</b>

<b>SPITTER(direction)</b>	An aircraft that has departed from the engagement or is departing the engaged fighter's targeting responsibility.
<b>SPLASH(ED)</b>	<ol style="list-style-type: none"> <li>1. (A/A) Target destroyed.</li> <li>2. (A/S) Weapons impact.</li> <li>3. (S/S) Informative call to observer or spotter five seconds prior to estimated time of impact.</li> </ol>
<b>SPLIT</b>	Informative/directive call that flight member is leaving formation to pursue a separate attack; VISUAL may not be maintained.
<b>SPOOFING</b>	Informative call that voice deception is being employed.
<b>SPOT*</b>	Acquisition of laser designation.
<b>SQUAWK (mode/Code)</b>	Operate IFF/SIF as indicated or IFF/SIF is operating as indicated.
<b>SQUAWKING (Mode #)</b>	An informative/descriptive call denoting a BOGEY is responding with an IFF/SIF mode or code other than that prescribed by the ATO/identification criteria.
<b>STACK</b>	Two or more contacts or formations with an altitude separation in relation to each other.
<b>STAKE</b>	JSTARS reference point for A/S targeting operations.

<b>STATUS</b>	<p>1. Request for an individual's tactical situation.</p> <p>2. (Group) Request for a full positional update in digital bullseye format on the specified group.</p>
<b>STEADY</b>	Directive call to stop oscillation of IR pointer.
<b>STERN</b>	Request for, or directive to, intercept using STERN geometry.
<b>STINGER</b>	Three-ship inner group formation with two lead contacts line abreast and the single in trail.
<b>STOP</b>	Stop IR illumination of a target.
<b>STRANGER</b>	Unidentified traffic that is not a participant with the action in progress.
<b>STRANGLE ( )</b>	Turn off equipment indicated.
<b>STRIPPED</b>	Informative call that aircraft is out of prebriefed formation.
<b>STROBE(S)</b> (bearing)	Radar indication(s) of noise jamming.
<b>SUNRISE</b>	Informative call that C2 radar functions are available. Opposite of MIDNIGHT.
<b>SUNSHINE</b>	Directive or informative call indicating illumination of target is being conducted with artificial illumination.
<b>SWEET</b>	Valid response to an administrative IFF/SIF check request. Opposite of SOUR.



<b>SWITCHED</b>	Indicates an attacker is changing from one aircraft to another.
<b>TAG (System, location)</b>	Response to an emitter ambiguity resolution request (COLOR).
<b>TALLY</b>	Sighting of a target, non-friendly aircraft, or enemy position. Opposite of NO JOY.
<b>TARGET</b>	<ol style="list-style-type: none"> <li>1. Directive call to assign group responsibility.</li> <li>2. (w/TAD/TIDS, etc) Inter-flight directive to target via information displayed on data link system.</li> </ol>
<b>TARGETED</b>	Informative call that GROUP responsibility has been met.
<b>TEN SECONDS</b>	Directive to terminal controller to standby for LASER ON call in approximately 10 seconds.
<b>TERMINATE</b>	<ol style="list-style-type: none"> <li>1. Stop laser illumination of a target.</li> <li>2. In training, cease local engagement without affecting the overall exercise.</li> </ol>
<b>THREAT(direction)</b>	Untargeted HOSTILE/BANDIT/BOGEY is within a briefed range of a friendly aircraft.
<b>THROTTLES</b>	Reminder to set throttles appropriately considering the IR threat and desired energy state.
<b>THUNDER</b>	Informative call one minute prior to A/S weapons impact.

<b>TIED</b>	Positive radar contact with element or aircraft.
<b>TIGER</b>	Enough fuel and ordnance to accept a commitment.
<b>TIMBER</b>	Air control NPG of Link 16/TADIL J.
<b>TOGGLE</b>	Execute a briefed change of an avionics setting.
<b>TOY</b>	HTS pods.
<b>TRACK (cardinal direction)</b>	Group/contact's direction of flight.
<b>TRASHED</b>	Informative call that missile has been defeated.
<b>TRESPASS (system, position)</b>	The addressed flight is entering the threat SAM ring of a specific (system) at the stated location.
<b>TUMBLEWEED</b>	Indicates limited SA, NO JOY, BLIND and is a request for information.
<b>UNABLE</b>	Cannot comply as requested or directed.
<b>UNIFORM</b>	UHF/AM radio.
<b>VACANT</b>	Ground equipment not present at tasked target location. Opposite of OCCUPIED.
<b>VAMPIRE</b>	Hostile anti-ship missile.
<b>VERY FAST</b>	Target speed greater than 900 knots/ 1.5 Mach ground speed.
<b>VERY HIGH*</b>	Target above 40,000 ft MSL.

VIC	A picture label describing three GROUPs with a single group closest in range and two trail groups separated in azimuth.
VICTOR	VHF/AM radio.
VISUAL	Sighting of a friendly aircraft or ground position. Opposite of BLIND.
WALL	A picture label describing three or more GROUPs separated primarily in azimuth.
WARNING (color)	Hostile attack is:
RED	Imminent or in progress.
YELLOW	Probable.
WHITE	Improbable (all clear).
WEAPONS ( )	Fire only:
FREE	At targets not identified as friendly IAW current ROE.
TIGHT	At targets positively identified as hostile IAW current ROE.
HOLD* (USAF, USA,USMC)/ SAFE* (USN)	In self-defense or in response to a formal order.
<b>NOTE: USN/NATO use “WEAPONS SAFE” to avoid confusion with the phrase “HOLD FIRE.”</b>	
WEDGE	Three-ship inner group formation with a single contact closest in range and two trail contacts line abreast.
WEEDS	Indicates that aircraft are operating close to the surface.

<b>WEIGHTED (Cardinal Direction)</b>	<b>(USN/USMC) Descriptive term used for a multiple GROUP formation (WALL, LADDER, VIC, CHAMPAGNE) that is offset in one direction.</b>
<b>(system) WELL</b>	<b>System indicated is fully operative.</b>
<b>WHAT LUCK</b>	<b>Request for results of missions or tasks.</b>
<b>WHAT STATE (Item)</b>	<b>Request for amount of fuel and missiles remaining. Ammunition and oxygen are reported only when specifically requested or critical. (Active) = number of active radar missiles remaining. (Radar) = number of semi-active radar missiles remaining. (Heat) = number of IR missiles remaining. (Fuel) = pounds of fuel or time remaining.</b>
<b>WILCO</b>	<b>Will comply with received instructions.</b>
<b>WIDE</b>	<b>Descriptive term used to indicate the separation between the farthest GROUPs in azimuth in a relative formation, use to describe a WALL, VIC, CHAMPAGNE, or BOX.</b>
<b>WINCHESTER</b>	<b>No ordnance remaining.</b>
<b>WINGS LEVEL</b>	<b>Informative call from aircraft to FAC reporting rolled-out on final attack heading.</b>

WORDS	Directive or interrogative call regarding further information or directives pertinent to the mission.
WORKING	<ol style="list-style-type: none"> <li>1. (system w/location) Platform gathering EOB on a designated emitter.</li> <li>2. Platform executing EID on a specific aircraft/group to obtain identification necessary for BVR employment.</li> </ol>
YARDSTICK	Directive to use A/A TACAN for ranging.
ZAP	Request for data link information.

\*

**Meaning may vary from NATO code word.**